

Lecture # 26

Date: NOV 26, 25

Day: Wednesday

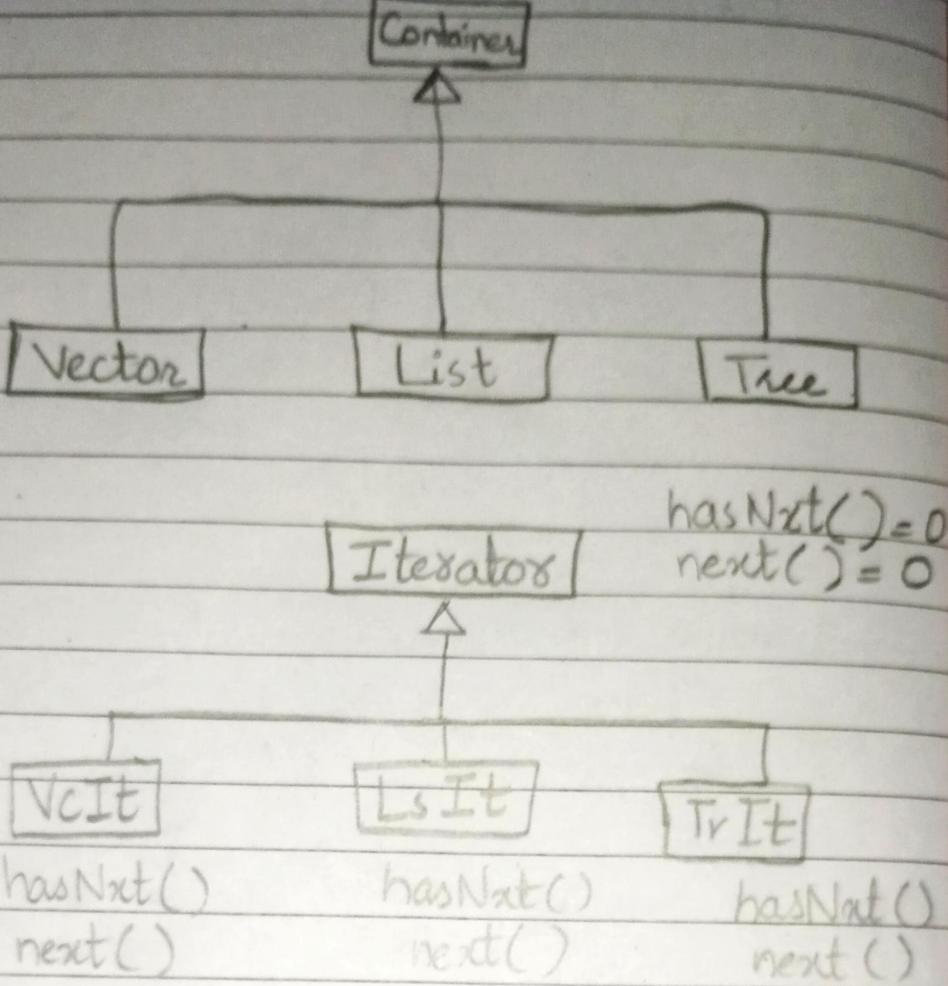
Iterator Design Pattern

```
int sum ( node* head) {  
    int s = 0 ;  
    node * ptr = head ;  
    while ( ptr != NULL ) {  
        s = s + (ptr ->data);  
        ptr = ptr ->next ;  
    }  
}
```

```
int sum ( int a[ ] , int n ) {  
    int s = 0 ;  
    for( int i = 0 ; i < n ; i++ )  
        s = s + a[i] ;  
    return s ;  
}
```

// Solution :-

```
int sum ( Iterator * it ) {  
    int s = 0 ;  
    while( it ->hasNext() )  
        s = s + (it ->next())  
    return s ;  
}
```



```

class LsIt : public Iter {
    node* ptr;
    LsIt (List *ls) {
        ptr = ls->head;
    }
    bool hasNxt () {
        return (ptr != NULL);
    }
    int next () {
        int x = ptr->data;
        ptr = ptr->next;
        return x;
    }
}
  
```

Lecture #27

Date: Dec 1st, 25

Day: Monday

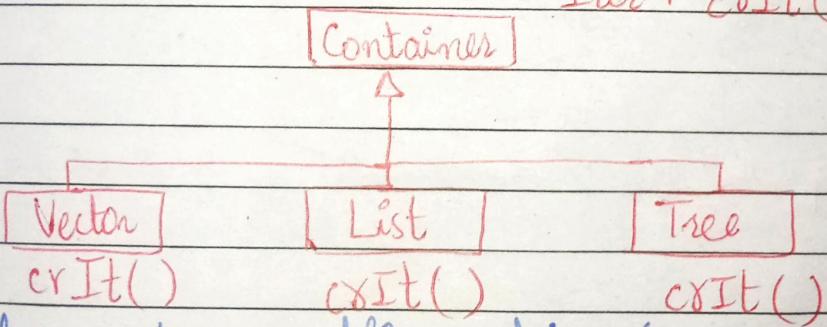
Make a vector iterator (iterator for vector class)

```
class VcIt :: public Iter {
    Vector * vec;
    int i;
    VcIt( Vector * v ) {
        vec = v;
        i = 0;
    }
}
```

```
int next() {
    int temp = i;
    ++i;
    return( vec -> a[ temp ] );
}
```

```
bool hasNext() {
    return ( i < vec->n );
}
```

$$\text{Iter} * \text{crIt}() = 0$$



```
class vector :: public container {
    Item * crIt() {
        return new VcIt( this );
    }
};
```

class List :: public Cont {

```
-----  
Item * crIt() {  
    return new LsIt(this);  
}  
};
```

modified

int sum (Cont * con) {

```
Iter * it = con->crIt();  
int s = 0;
```

```
while (it->hasNext())
```

```
s = s + (it->next());
```

return s;

}

Binary Tree Iterator :-

class BTI :: public Iter {

Queue < Node * > queue;

BTI(BnTr * tree) {

// enqueue queue.add(tree->root);

}

// Level order Traversal

int next () {

node * curr = queue.remove();

if (curr->left)

queue.add(curr->left);

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```
if (curr->right)
    que.add(curr->right);
```

```
return curr->data;
}
```

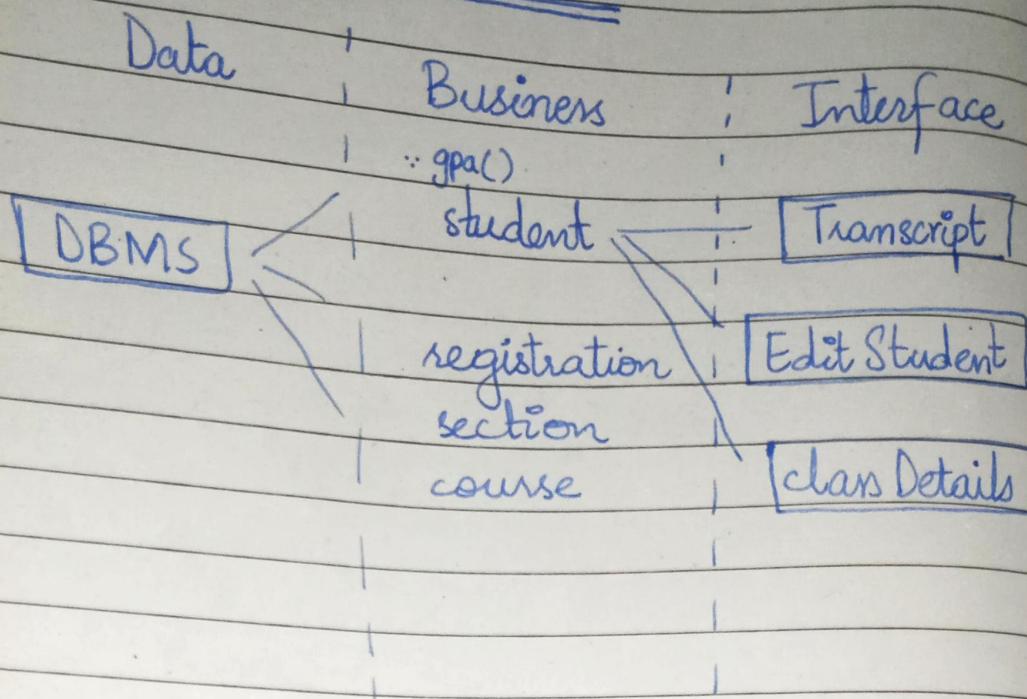
```
bool hasNext() {
    return (!que.isEmpty());}
}
```

Date: Dec 3rd, 2025

Lecture #28 (Last)

Day: Wednesday

Three Tier Architecture



Draw a class diagram for CRS:

- Old CRS +
- Semesters +
- Teachers, attendance, Marks, evaluation
- weights,
- compute total marks of a stud.
- // grade acc. to a given grading Scheme

